CLAIMS

1. In a Java computing environment, a Java heap suitable for storing Java objects therein, wherein said Java heap comprises:

at least one Java heap portion that is designated for storing Java objects with similar traits.

2. A Java computing environment as recited in claim 1,

wherein said at least one Java heap portion is designated to store objects of a class, and

wherein only objects of said class are stored in said at least one Java heap portion.

3. A Java computing environment as recited in claim 1,

wherein said Java heap includes a plurality of Java heap portions, and

wherein each of said plurality of Java heap portions is designated for storing Java objects with similar traits.

4. A Java computing environment as recited in claim 3, wherein each of said plurality of Java heap portions is designated to store objects of the same size.

5. A Java computing environment as recited in claim 1, wherein said at least one Java heap portion is implemented as an array.

6. A Java computing environment as recited in claim 1, wherein said at least one Java heap portion is designated to store objects with similar life spans.

7. A Java computing environment as recited in claim 1, wherein said at least one Java heap portion is designated to store objects of the same size.

8. A Java computing environment as recited in claim 1, wherein said at least one Java heap portion is designated to store objects that do not reference other objects.

9. A Java computing environment as recited in claim 1, wherein said at least one Java heap portion is designated to store objects of the same class.

10. A method for creating Java objects in a heap, said method comprising:
        translating a Java Bytecode into one or more commands, said Java Bytecode representing an instruction for creating a Java object, and wherein said one or more commands can operate to allocate said Java object in a portion of heap designated for said object; and
        executing said one or more commands to create said object in said portion of said heap associated with said object.

11. A method as recited in claim 10, wherein said method further comprises:
        marking a Java Bytecode representing an instruction for creating a Java object.

12. A method as recited in claim 11,
        wherein said marking is performed at compile time; and
        wherein said one or more commands are created at compile time.

13. A method as recited in claim 10,
        wherein said portion of the heap is designated for allocation of objects with similar traits; and
        wherein objects that do not have similar traits as said object are not allocated in said portion of the heap.

14. A method of creating Java objects, said method comprising:
        compiling one or more commands suitable for allocation of Java objects;

executing said one or more commands to allocate said Java objects in a designated portion of heap memory; and

wherein said Java objects are created in said designated portion of heap memory.

15. A method as recited in claim 14, wherein said Java objects have a similar trait.

16. A method as recited in claim 15, wherein Java objects that do not have said similar traits are not allocated in said designated portions of heap memory.

17. A method as recited in claim 16, wherein said similar traits can be: class, size, number of fields, or life span of said Java objects.

18. A computer readable medium including computer program code for creating Java objects in a heap, said computer readable medium comprising:

computer program code for translating a Java Bytecode into one or more commands, said Java Bytecode representing an instruction for creating a Java object, and wherein said one or more commands can operate to allocate said Java object in a portion of heap designated for said object; and

computer program code for executing said one or more commands to create said object in said portion of said heap associated with said object.

19. A computer readable medium as recited in claim 18, wherein said computer readable medium further comprises:

computer program code for marking a Java Bytecode representing an instruction for creating a Java object.

20. A computer readable medium as recited in claim 19,

wherein said marking is performed at compile time; and

wherein said one or more commands operating to allocate said Java object in said portion of said heap are created at compile time.

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